

QUICK REFERENCE

Game Controls



Arrow Left = Move Left



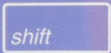
Arrow Right = Move Right



Arrow Up = Climb Up



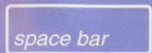
Arrow Down = Duck/Climb Down



Shift = Jump Up/Enter a Nightmare World



Control = Jump Forward



Space Bar = Yo-yo/Action Key



Q = Return to the Quilt



O = Options Screen

For additional help, please read the inside of this manual.

Published by Disney Interactive, 500 S. Buena Vista St., Burbank, CA 91521
©Buena Vista Television. All rights reserved. CI575

Disney Interactive
presents

Nightmare Ned

Adventure that turns fear into fun.



Table of Contents

Nightmare Ned

MINIMUM SYSTEM REQUIREMENTS	2
INSTALLING NIGHTMARE NED	2-3
STARTING THE PROGRAM	4
NAVIGATION COMMANDS	5
GAME OPTIONS	6
WELCOME TO THE WORLD OF NIGHTMARE NED	7
HOW TO BEGIN	7
NED'S 5 NIGHTMARE WORLDS	8-13
THE QUILT	14
SECRET PASSAGES	14
SHADOW CREATURES	15
GOAL OF THE GAME	15
HELPFUL TIPS	16
UNINSTALLING	17
CUSTOMER SUPPORT	17-19
PROOF OF PURCHASE	20

MINIMUM SYSTEM REQUIREMENTS

Windows® 95

- Pentium 90 MHz or faster processor
- Microsoft® Windows 95
- 16MB of RAM
- 75MB free disk space
- Quadruple-speed (4x) CD-ROM drive
- Microsoft Windows 95 compatible video card
- Microsoft Windows 95 compatible sound card

INSTALLING

Nightmare Ned

Exit all other programs and applications when installing **Nightmare Ned**. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to ensure that these programs will not interfere with installation. When all other programs have been closed, verify that the CD-ROM is not smudged or scratched, then insert the CD in the CD-ROM drive.



If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Install** and then follow the on-screen prompts to complete the installation.

If the introduction screen does not appear, proceed as follows:

- From the Taskbar, click on **Start** and point to **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.
- In the Control Panel window, double-click on the **Add/Remove Programs** icon.
- From the Install/Uninstall tab, click on **Install** to begin the installation.
- Follow the on-screen prompts and instructions to complete the installation.

If you have any trouble starting or running **Nightmare Ned**, please check the **Nightmare Ned Help** file in the **Disney Interactive** folder

STARTING THE PROGRAM

Make sure you have successfully installed **Nightmare Ned**. See the previous section for installation instructions.

To obtain the best possible performance, verify that your video display is set to a resolution of 640 x 480 pixels and 256 colors. Refer to your system's documentation for information on changing display settings. (Don't forget to change the settings back after exiting — not all programs are optimized with these settings.)

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Play** to start. If the introduction screen does not appear, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive** and click on **Nightmare Ned**.



NAVIGATION COMMANDS

	Keyboard	Joystick	2-button game pad	4-button game pad
Move Ned	 Arrow Keys	Joystick	directional pad	directional pad
Yo-Yo	 Space Bar	button 1	button 1	button 1
Jump Forward	 Control Key	directional pad & button 2	directional pad & button 2	button 2
Jump Up	 Shift Key	button 2	button 2	button 3
Return To The Quilt	 Q Key	 Q Key	 Q Key	 Q Key
Options Screen	 O Key	 O Key	 O Key	 O Key

or
 to go up stairs

 or
 to go down stairs

GAME OPTIONS

This is Ned's Brain. Here you see the inner workings of the game, in which you can select different options, including:

<u>OPTION</u>	<u>DEFINITION</u>
Play a new game	Play a new game/start over
Save this game	Save the game you just played
What keys do I use	Basic commands that control the gameplay — for keyboard, gamepad or joystick
Take me back to the game	Pick up where you left off
Play an old game	Continue a saved game
Who made this?	Credits
I'm done	Quit
Music	Adjust the sound/music settings

Press the "O" Key to access the Options Screen. Within the Options Screen, use the Arrow Keys to highlight the option you wish, then press Enter to select an option. If you have a joystick or gamepad, move up or down to highlight the option you wish, then press Enter to select an option.



WELCOME TO THE WORLD OF NIGHTMARE NED

Strange things happen when you look at the world through the eyes of a ten-year-old boy with an overactive imagination. To Ned, simple shadows become scary creatures. A trip to the dentist becomes a "drilling" chase scene. At school, badly constructed art projects seek revenge, and in the bathroom, a one-eyed, two-fisted toilet paper monster is waiting to pull Ned deep underground.

Join Ned for 5 action-filled nightmare adventures where it takes strategy and courage to quell Ned's fears. You must battle bizarre monsters, escape from spooky creatures and find solutions to exit mind-challenging puzzle rooms—all before Ned wakes up the next morning.

HOW TO BEGIN

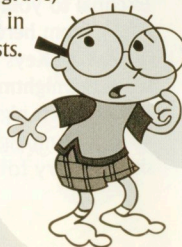
Nightmare Ned is a game of exploration and adventure, where taking time to observe, listen and thoroughly explore the game's rich environment is essential to your success. The game opens on a surreal Quilt of swirling patterns. From here you can enter any of **Ned's 5 Nightmare Worlds**. Use the Arrow Keys to walk over to get a better look and then press the Shift Key to enter the nightmare of your choice. Suddenly, things start to get strange. As you explore each nightmare world, use your yo-yo and your various moves (walking, jumping, etc.) to get past the creatures. If you find yourself in a puzzling situation, try to figure out the correct logic to solve it. When you do, you're on your way to overcoming your fears, and Ned's.

NED'S 5 NIGHTMARE WORLDS

Ned's Graveyard Nightmare



Dark, spooky and populated by all kinds of ghostly spirits and big monsters, the graveyard is a loopy interpretation of Ned's strangest Halloween night! Can Ned overcome his fear of the dark and unknown? Take the plunge and jump to the bottom of the grave, and repel the weird characters to be found skeletons in smoking jackets, the grim reaper, goblins, demons and ghosts.



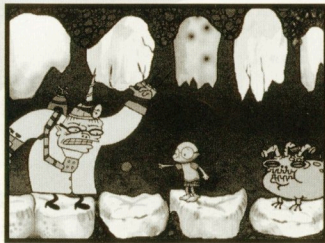
Ned's School Nightmare

This nightmare highlights the anxieties related with school, from being picked last for a sports team, to no one wanting to sit next to you at lunchtime. Ned has to navigate through the hallways, that look very much like the prison that school sometimes feels like. Watch out for the school bully, the jock, the librarian and crowds of kids who aren't supposed to be running and aren't looking where they're going.

Visit the Chalkboard where Ned moves through a chalk-drawn world where there are no right or wrong answers, it's just a matter of survival!

Visit Craft Class where Ned's worst nightmare comes true. All his art projects have come to life and are out to get revenge! Ned must do battle and use his yo-yo and his brain to find the special move to defeat each badly-made craft character. All four must be defeated to open up a secret passage to another nightmare world.

Ned's Medical Nightmare

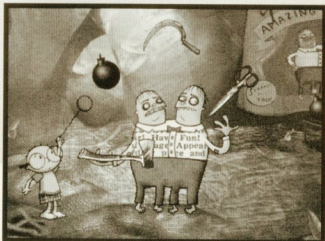


This nightmare begins in a totally dark waiting room. Find the morphing chair and jump in (by pressing the Shift Key) if you want to visit the doctor or the dentist. At the dentist, Ned wanders across a row of monster molars, and all you can hear is the muffled gurgle of water being sucked from the mouth and the high-pitched whine of the dentists drill. Ned must elude the monsters that explode out of the teeth. Every so often an "x-ray" is taken and you can see the outline of a monster hiding in a tooth. And of course—watch out for the Dentist himself! He's hiding in there somewhere, ready to emerge and drill Ned for all he's got.



Visit the doctor and before you know it you're on a frantic Gurney ride through a long hospital hallway littered with Surgeons wanting to practice on Ned. The player must deftly dodge and avoid the Surgeons because every time they can grab a hold of Ned, he loses another organ. The Gurney ride ends in the lab. The walls are covered with glass jars containing — Ned's organs (yuk)! Still trapped on the Gurney and spinning around on this dizzying wheel, time the pointer on the Gurney to stop at a position pointing at a jar containing one of Ned's missing organs and hit the Space Bar. The Organ Beaver presiding over the wheel will then retrieve and replace Ned's missing parts.

Ned's Nightmare in the Attic, Basement and Beyond



Ever wonder what it was that was causing that creak in the floorboards in the hallway, the rustling in the walls, and the footsteps in the ceiling of your house late at night or only when you're alone? It's not what you think it is. In **Ned's Nightmare in the Attic, Basement and Beyond** all the safe, comforting rooms of the house have been stripped away, so that the basement is connected directly to the attic and beyond that — who knows!

And, if you've ever wondered where the strangest of circus performers go when they're retired or not traveling — this is it.

The ultimate goal of this level is to visit every section of this weird world and figure out how to make it to the top where an old beaten-up car is wedged. If Ned makes it that far and can get the keys off Petey and Repetey, The Famous Juggling Jugheads of Skipjack County the car will start, become a space ship and blast off as a secret passage to another nightmare world.



Ned's Bathroom Nightmare

Something strange is going on here... the whole place has gone crazy! The floor ends abruptly, and leaping across the chasm over a row of wobbly bathtubs those pesky rats are back to hound him. Ned has to deal with everything in the bathroom coming to life — a live barrier of electric shavers, a labyrinth of pipes and drains, and a row of giant toilets to navigate. When you get to the toilets don't just jump across — you'll need to climb on top and explore, too. But, watch out — don't fall in. You never know what's going to come out or what you'll find if Ned slips and takes the plunge...

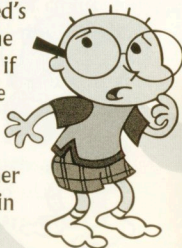


THE QUILT

Your nightmare adventure begins on Ned's Quilt. From here you can go to any of **Ned's 5 Nightmare Worlds**. If you are already in a nightmare and you want to enter a different nightmare, press the "Q" key to return to Ned's Quilt. Keep in mind that Ned wakes up in eight hours, so you only have eight hours (8 tries) to help Ned overcome his fears and successfully finish the game. Each time you press the "Q" key and return to Ned's Quilt, an "hour" (one try) is used up from your game. If you run out of tries, that's OK. You can still keep playing, and finish the game. But, you won't get to see the "real" ending. If you want to try and finish it within the "hours" allotted you can start a new game and try again!

SECRET PASSAGES

You don't have to return to the Quilt to enter a different nightmare world. While you're hunting for hidden areas to explore, keep an eye out for secret passages. There are four in each world. Two are easy to find and the other two may require a bit of puzzle-solving or searching to find. These secret passages allow you to reach another of Ned's nightmares without having to return to the Quilt. (Each time you return to the Quilt you lose an "hour", or one try, so if you find a secret passage to a different nightmare world, use it!) Each secret passage to a different nightmare world is marked by the same symbol which represents it on the Quilt. You may choose to take the secret passage to another world right away, or continue exploring the world you're in and use the secret passage later



SHADOW CREATURES

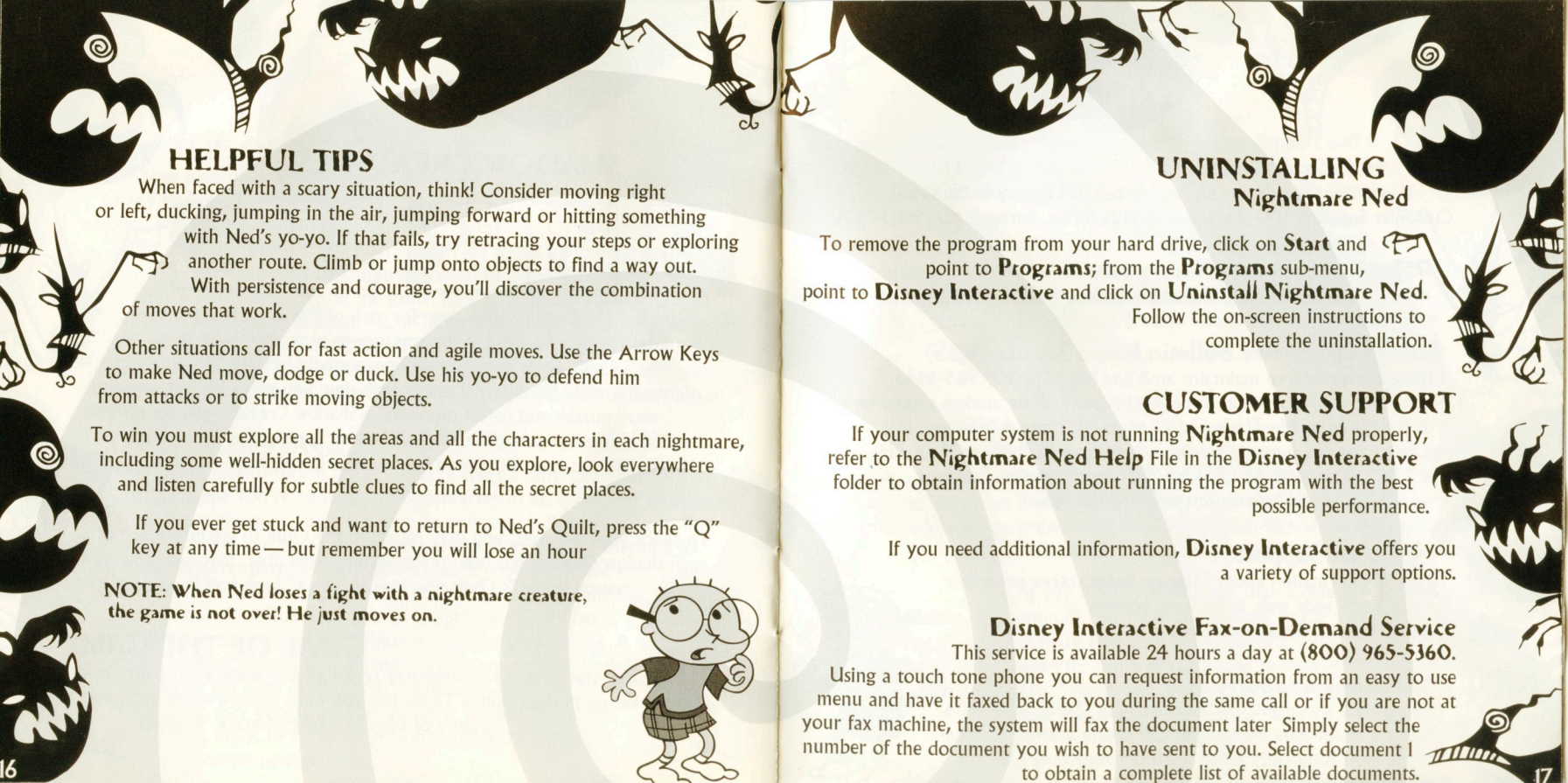


There are five Shadow Creatures, one for each of **Ned's 5 Nightmare Worlds**. They first appear at the entrance to each nightmare world on Ned's Quilt. Later they pop up unexpectedly in three places in each nightmare world (at different places each time you play). As you explore, solve puzzles and defeat monsters, a Shadow Creature will appear and reveal a different part of itself. On its third appearance, the shadow creature shows its true form and Ned succeeds in overcoming another one of his fears.

To check your progress, you may return to the Quilt to see how much of each shadow creature has been revealed. But, remember, that each time you return to Ned's Quilt you lose an "hour" (one try) from your game.

GOAL OF THE GAME

The goal of the game is to completely reveal all five Shadow Creatures before Ned wakes up in eight hours. To do this you must explore every nook and cranny of **Ned's 5 Nightmare Worlds**.



HELPFUL TIPS

When faced with a scary situation, think! Consider moving right or left, ducking, jumping in the air, jumping forward or hitting something with Ned's yo-yo. If that fails, try retracing your steps or exploring another route. Climb or jump onto objects to find a way out.

With persistence and courage, you'll discover the combination of moves that work.

Other situations call for fast action and agile moves. Use the Arrow Keys to make Ned move, dodge or duck. Use his yo-yo to defend him from attacks or to strike moving objects.

To win you must explore all the areas and all the characters in each nightmare, including some well-hidden secret places. As you explore, look everywhere and listen carefully for subtle clues to find all the secret places.

If you ever get stuck and want to return to Ned's Quilt, press the "Q" key at any time—but remember you will lose an hour

NOTE: When Ned loses a fight with a nightmare creature, the game is not over! He just moves on.



UNINSTALLING Nightmare Ned

To remove the program from your hard drive, click on **Start** and point to **Programs**; from the **Programs** sub-menu, point to **Disney Interactive** and click on **Uninstall Nightmare Ned**.

Follow the on-screen instructions to complete the uninstallation.

CUSTOMER SUPPORT

If your computer system is not running **Nightmare Ned** properly, refer to the **Nightmare Ned Help** File in the **Disney Interactive** folder to obtain information about running the program with the best possible performance.

If you need additional information, **Disney Interactive** offers you a variety of support options.

Disney Interactive Fax-on-Demand Service

This service is available 24 hours a day at (800) 965-5360.

Using a touch tone phone you can request information from an easy to use menu and have it faxed back to you during the same call or if you are not at your fax machine, the system will fax the document later. Simply select the number of the document you wish to have sent to you. Select document 1 to obtain a complete list of available documents.

Mailing Address

If you want to write to us, our address is: **Disney Interactive**
Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-7704.

Fax Support

Our fax machine is available 24-hours-a-day at **(800) 965-5820**.

Disney Interactive Bulletin Board Service (BBS)

Disney Interactive maintains an 8 line BBS at **(800) 965-5145**, 24-hours-a-day. To connect to the BBS properly, your modem should be set to **8 data bits, No Parity** and **1 stop bit** using **ANSI** terminal emulation. The BBS supports modem speeds from 300 BPS to 14.4K BPS (v.32bis). Download **ALLFILES.ZIP** for a complete listing of available files and instructions on using the BBS.

Internet Support

To access information about **Disney Interactive** programs on the world wide web, point your browser to **www.disneyinteractive.com**.

Telephone Support

This service is available 24 hours a day at **(800) 426-3306**.

Using a touch tone phone, you can obtain answers to some of the most frequently asked questions regarding **Disney Interactive** programs.



If you need additional information, our Customer Support staff is available Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time).

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is **(800) 441-1243**.

Replacing A Defective CD Or Missing/Damaged/Lost Items

Important! Please include the following information when sending a defective disc or requesting the replacement of a Missing/Damaged/Lost item: full name; daytime telephone number with area code; complete street address, apartment number (if applicable), city, state, and zip code.

There is a \$10.00 fee to replace lost or damaged items.

If you need an item other than a defective disc replaced, include a description of that item. Do not mail us the packaging or other materials; **send only the disc or damaged item** along with a note describing the reason for replacement to our mailing address listed under "Customer Support." Please add "Attn: Replacement" to the mailing address. Please allow four to six weeks for delivery.

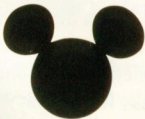
Satisfaction Guaranteed!

We are committed to bringing you the best software possible.

If you are not satisfied with the program for any reason, just return the disc with a description of the problem and the **original sales receipt** to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state, and zip code.

Do not mail us the packaging or other materials; send only the disc, Program Handbook, and your receipt along with a note on how we can better serve you. Please add "Attn: Refunds" to the mailing address listed under "Customer Support." Please allow four to six weeks for delivery. This offer is good in the US and Canada only.

Proof of Purchase



NIGHTMARE NED



Microsoft and Windows are registered trademarks of Microsoft Corporation in the U.S. and in other countries. All other products and/or company names are trademarks of their respective holders. © Buena Vista Television. All rights reserved.